FLASH POINT

OPTION				A	1	1	1	V	3	2	1
1	COIN	1	CREDIT	OFF	OFF	OFF	OFF	OFF	OFF	OFF	OFF
1	COIN	2	CREDITS	ON	OFF	OFF	OFF	ON	OFF	OFF	OFF
1	COIN	3	CREDITS	OFF	ON	OFF	OFF	OFF	ON	OFF	OFF
1	COIN	4	CREDITS	ON	ON	OFF	OFF	ON	ON	OFF	OFF
1	COIN	5	CREDITS	OFF	OFF	ON	OFF	OFF	OFF	ON	OFF
1	COIN	6	CREDITS	ON	OFF	ON	OFF	ON	OFF	ON	OFF
2	COINS	1	CREDIT	OFF	ON	ON	OFF	OFF	ON	ON	OFF
3	COINS	1	CREDIT	ON	ON	ON	OFF	ON	ON	ON	OFF
4	COINS	1	CREDIT	OFF	OFF	OFF	ON	OFF	OFF	OFF	ON
2	COINS	3	CREDITS	ON	OFF	-OFF	ON	ON	OFF	OFF	ON
2	COINS	1	CREDIT								
4	COINS	2	CREDITS	000	ON	OFF	ON	OFF	ON	OFF	ON
5	COINS	3	CREDITS	OFF							
6	COINS	4	CREDITS								
2	COINS	1	CREDIT				-		-		
4	COINS	3	CREDITS	ON	ON .	OFF	ON	ON	ON	OFF	ON
1	COIN	1	CREDIT								
2	COINS	2	CREDITS								

OFF OFF ON ON OFF OFF ON ON

ON OFF ON ON OFF ON ON

ON ON ON ON ON ON

OPTION SWITCH SETTING

2 COINS 3 CREDITS

3 CREDITS

4 CREDITS

5 CREDITS

1 CREDIT

2 CREDITS 3 CREDITS

5 CREDITS

1 CREDIT

3. COINS

4 COINS

5 COINS

1 COIN

2 COINS

3 COINS 4 COINS

1 COIN

DIP SW =1

COIN SW #2

OFF ON ON

OPTI	ON	P	1	6	1	V	3	7	1
NOT USED		OFF			-				
ADVERTISE	OFF		OFF						
SOUND	ON		ON						
NOT USED				OFF					
NOT USED					OFF				
	NORMAL					OFF	OFF		
GAME	EASY				3	ON	OFF		
DIFFICULTY	HARD					OFF	ON		
*1	HARDEST					ON	ON		
NOT USED								OFF	
2 cell MOVE	ON								OFF
MODE #2	OFF								ON

COIN SW 11

*1 (GAME DIFFICULTY) :

Depends on the blocks' falling down speed.

*2 (2 cell MOVE MODE):

When a player has been playing for more than 25 minutes with one coin, blocks will fall down two times faster (2 cell speed) than the ordinary speed.

SOLDER SIDE		高り	· · · PARTS SIDE .
: GMD	Λ	1	CHI)
· G240 ·	11	7.	, CHD
• + 5 V	C	3	+ 5 V
: +5V	D	- 4	+ 5 V
	E	5	
+12V	F.	6	+12V
MISTAKEN INPUT PREVENTION	ii	7	MISTAKEN INPUT PREVEITION
COIN COUNTER 2	J	8	COIN COUNTER 1
· (GND)	· K	9	(GND)
SPEAKER (-)	L	10	SPEAKER (+)
AUDIO (GND)	M	1.1	AUD!O (+)
VIDEO GREEN	N	1 2	VIDEO, RED
VIDEO SYNC	1,	13	VIDEO BLUE
. SERVICE SWITCH.	R	14	VIDEO GND
٧):	S	15	
COIN SWITCH 2.	T	16	COIN SWITCH 1
START SWITCH 2	U	17	START SWITCH 1
2 P CONTROL 1 UP ,	٧	18	I P CONTROL I UP
2 P CONTROL 2 DOWN	14	10	I P CONTROL 2 DOWN
2 P CONTROL 3 LEFT	X	20	I P CONTROL 3 LEFT
2 P CONTROL 4 RIGHT	1	21	I P CONTROL 4 RIGHT
- ZP CONTROL 5 PUSH 1	Z	22	1 P CONTROL 5 PUSH 1 .
2 P CONTROL 6 PUSH 2	а	2.3	1 P CONTROL & PUSH 2
ZP CONTROL 7 PUSH 3	b	24	I P CONTROL 7 PUSH 3
3 P CONTROL 3 SPARE 1	c	25	IP CONTROL & SPARE 1
2 P CONTROL 9 SPARE -2	d	3.6	IP CONTROL 9 STARE 2
GND	e r	2.7	- GND
CND	1	2.6	CND

PIN ASSIGNMENT

